

**AMENDMENTS TO THE CLAIMS**

1. (Currently Amended) ~~In a network having an electronic device, a~~ A computer-implemented method of delivering customized content over a network to mobile devices, the method comprising the steps of:

providing content in a generic markup language, ~~said~~ the content in a generic markup language susceptible to being converted to a plurality of markup languages capable of being displayed ~~to a user of~~ on a mobile device interfaced with ~~said~~ the network;

providing at least one registry containing device information for multiple types of mobile devices, ~~said~~ the information including device attributes for each type of mobile device;

receiving a request for ~~said~~ the content from ~~a user of~~ a mobile device interfaced with ~~said~~ the network;

identifying automatically without user input, based on the request, a type of device for the mobile device;

retrieving ~~said~~ device information for the identified type of device from ~~said~~ the at least one registry; ~~and~~

generating content for the mobile device by:

converting ~~said~~ the content in a ~~the~~ generic markup language into a form of content displayable on the mobile device; and

customizing the converted content ~~device specific content in response to said request, said device specific content being customized based upon at least one device attribute in the device information retrieved from the at least one registry, the at least one device attribute including at least one attribute from the group of a color depth attribute, memory attribute, storage capacity attribute and operating system of the mobile device attribute, the customizing occurring programmatically without input from a user; and~~

transmitting the generated content over the network to the mobile device.

2. (Currently Amended) The method of claim 1 comprising the further step of:

translating ~~said~~ the content from an original programming language into ~~said~~ the generic markup language prior to converting ~~said~~ the content ~~into device specific content~~ in the generic markup language into content displayable on the mobile device.

3. (Currently Amended) The method of claim 2, comprising the further steps of:

providing a translator capable of converting WML content into ~~said~~ the generic markup language content; and

translating WML formatted content into ~~said~~ the generic markup language content using ~~said~~ the WML translator.

4. (Currently Amended) The method of claim 2, comprising the further steps of:
  - providing a translator capable of converting HTML content into ~~said~~the generic markup language content; and
  - translating HTML formatted content into ~~said~~the generic markup language content using ~~said~~the HTML translator.
5. (Currently Amended) The method of claim 1, comprising the further steps of:
  - marking the generic markup language content with identifiers; and
  - performing the retrieving of device information from ~~said~~the at least one registry based on one of ~~said~~the identifiers marking ~~said~~the content.
6. (Currently Amended) The method of claim 1 wherein ~~said~~the device information includes data rendering attributes of mobile devices.
7. (Currently Amended) The method of claim 1, comprising the further steps of:
  - providing a set of rules ~~regarding the~~for translating of ~~said~~the content from ~~said~~the generic markup language into ~~device-specific content displayable on the mobile device~~; and
  - applying ~~said~~at least one rule from the set of rules in combination with said the device information from said the at least one registry to generate device-specific content for the mobile device.
8. (Currently Amended) The method of claim 7, comprising the further steps of:
  - receiving user preferences relating to the display of content on a mobile device; and
  - using at least one user preference to generate ~~said device-specific the content for the mobile device~~.
9. (original) The method of claim 8 wherein the at least one user preference is at least one of user interface choices, key mappings, key behavior, functionality, amount of information to be rendered, language, and location.
10. (Currently Amended) The method of claim 1, comprising the further steps of:
  - providing a plurality of stylesheets for ~~said~~the generic markup language;
  - using ~~said~~the stylesheets in ~~converting generating said the content in said generic markup language into said device-specific content~~for the mobile device.

11. (Currently Amended) The method of claim 10 wherein at least one of ~~said~~the stylesheets converts ~~said~~the generic markup language content into HTML content.

12. (Currently Amended) The method of claim 10 wherein at least one of ~~said~~the stylesheets converts ~~said~~the generic markup language content into WML content.

13. (Currently Amended) The method of claim 10 wherein at least one of ~~said~~the stylesheets converts ~~said~~the generic markup language content into HDML content.

14. (Currently Amended) The method of claim 10 wherein at least one of ~~said~~the stylesheets converts ~~said~~the generic markup language content into i-mode content.

15. (Currently Amended) The method of claim 1 wherein the amount of ~~said~~the ~~device-specific generated~~ content that is delivered to ~~said~~the ~~user~~ mobile device is based on the display capacity of ~~said~~ the mobile device.

16-18. (Canceled)

19. (Currently Amended) The method of claim ~~[[16]]~~ 1 wherein ~~said~~the ~~wireless-mobile~~ device is a cellular phone.

20. (Currently Amended) The method of claim ~~[[16]]~~ 1 wherein ~~said~~the ~~wireless-mobile~~ device is a PDA.

21. (Currently Amended) A tangible medium holding computer-executable instructions for customizing data based upon device attributes, the instructions comprising:

instructions for providing content in a generic markup language, ~~said~~the content in a generic markup language susceptible of being converted to a plurality of markup languages capable of being displayed ~~to a user of~~ on a mobile device interfaced with ~~said~~the network;

instructions for providing at least one registry containing device information for multiple types of mobile devices, ~~said~~the information including device attributes for each type of mobile device; and

instructions for receiving a request for ~~said~~the content from ~~a user of~~ a mobile device interfaced with ~~said~~the network;

instructions for identifying automatically without user input, based on the request, a type of device for the mobile device;

instructions for retrieving ~~said~~the device information for the identified type of device from ~~said~~the at least one registry;

instructions for generating content for the mobile device by:

\_\_\_\_\_ converting ~~said~~the content in a ~~the~~ generic markup language into a form of content displayable on the mobile device; and

\_\_\_\_\_ customizing the converted ~~device specific content in response to said request,~~ ~~said device specific content being customized~~ based upon at least one device attribute in the device information retrieved from the at least one registry, the device information including at least one attribute from the group of a color depth attribute, memory attribute, storage capacity attribute and operating system of the mobile device attribute.

22. (Currently Amended) The medium of claim 21 wherein the instructions further comprise:

instructions for providing a database storing sets of individual user preferences, ~~said~~the database interfaced with ~~said~~the network;

instructions for retrieving a set of individual user preferences from ~~said~~the database; and

instructions for using ~~said~~the set of individual user preferences to create ~~said~~the device-specific content.

23. (Currently Amended) ~~The method of claim 1 wherein the at least one attribute is a translation rules attribute~~ medium of claim 21 wherein the at least one device attribute for the mobile device includes at least one attribute from the group of a memory attribute, storage capacity attribute and operating system of the mobile device attribute .

24. (New) The method of claim 1 wherein the at least one device attribute for the mobile device includes at least one attribute from the group of a memory attribute, storage capacity attribute and operating system attribute for the mobile device.

25. (New) A system for delivering customized content over a network to mobile devices, comprising:

content written in a generic markup language, the content in a generic markup language susceptible to being converted to a plurality of markup languages capable of being displayed on a mobile device communicating over the network;

at least one registry containing device information for multiple types of mobile devices, the information including device attributes for each type of mobile device;

an electronic device in communication over the network with a mobile device, the electronic device receiving a request for the content from the mobile device and identifying automatically without user input, based on the request, a type of device for the mobile device, the electronic device retrieving device information for the identified type of device from the at least one registry and generating content for the mobile device by converting the content in the generic markup language into a form of content displayable on the mobile device, the converted content additionally customized based upon at least one device attribute in the device information retrieved from the at least one registry, the customizing occurring programmatically without input from a user, the generated content transmitted over the network to the mobile device.

26. (New) The system of claim 25 wherein the mobile device is a cellular phone.